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# **Intelligence Support to the Marine Corps Planning Process**

**Capt Marcolongo  
(Int 003)**



# Learning Objectives

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**TLO: Describe the intelligence activities that occur during the 1st Step of the Marine Corps Planning Process per MCWP 2-1 and MCWP 5-1**

**ELOs:**

**Describe the intelligence activities that occur during:**

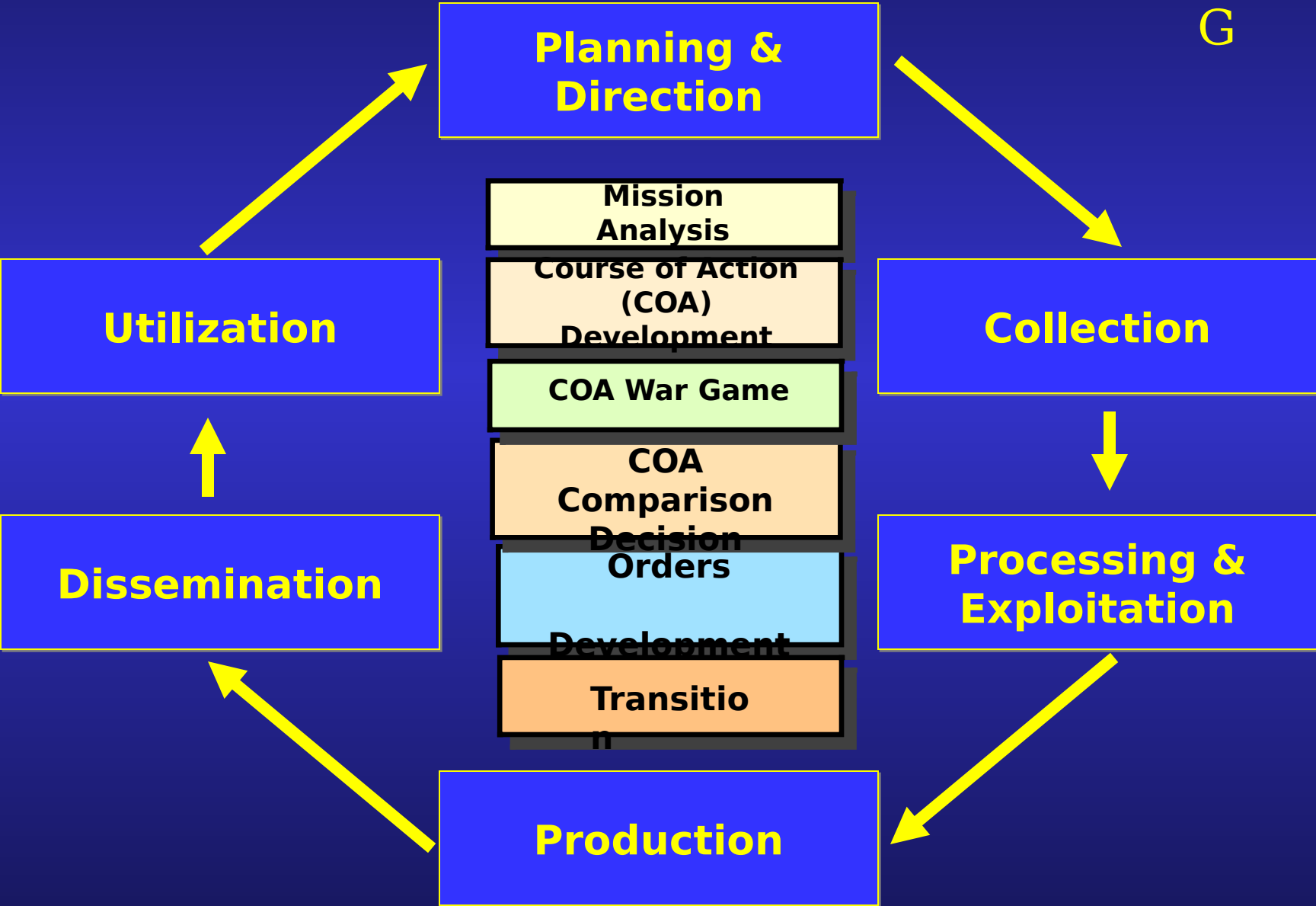
- 1. Mission Analysis**
- 2. Course of Action Development**
- 3. Course of Action War Gaming**
- 4. Course of Action Comparison/Decision**
- 5. Orders Development**
- 6. Transition**

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# Intelligence Cycle

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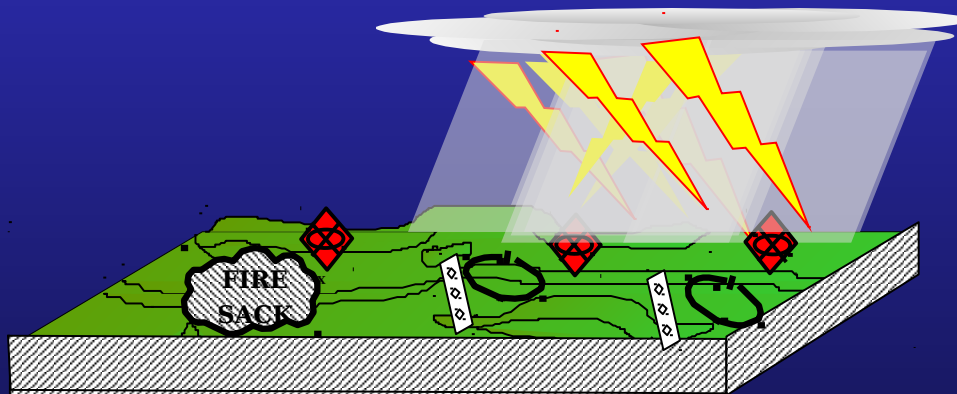


# Intelligence Preparation of the Battlespace

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**IPB is a systematic & continuous approach analyzing the enemy, weather, & terrain specific geographic area.**

**-It takes a large amount of data and presents it in a graphic format.**





# IPB

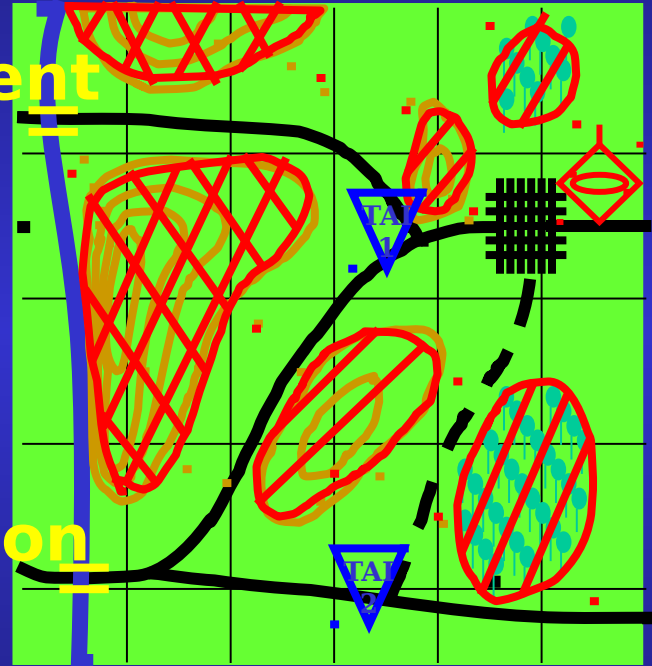
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**Define the Battlespace Environment**

**Describe the Battlespace Effects**

**Evaluate the Threat**

**Determine Threat Courses of Action**



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# Mission Analysis



# Intelligence Activities

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**Monitor Area of Operations/Interest**

**Assemble Databases**

**Disseminate Basic Intelligence Products**

**Receive / Develop, Process and Prioritize PIRs  
and IRs**

**Deliver Orientation Brief**

**Provide Results of Initial IPB**



# Mission Analysis

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**Monitor AO/AI**

**DISUM**

**INTREP**

**Assemble Databases**

**JDISS**

**SIPRNET**

**INTELLINK**



# Mission Analysis

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**Disseminate Basic  
Intelligence Products**

**Basic Intelligence: General background knowledge  
about established and relatively constant  
conditions**

**Port & Airfield studies**

**HLZ & Beach studies**

**DIPFACS**



# Mission Analysis

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## Receive/Develop, and Prioritize Information Requirements





# Commander's Critical Information Requirements

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- **CCIR**: Information regarding the enemy and friendly activities and the environment identified by the commander as critical to maintaining situational awareness, planning future activities, and facilitating timely decision making





# Intelligence Requirement

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**A requirement for intelligence to fill a gap in the command's knowledge and understanding of the battlespace or enemy forces.**

**"Will the Tsavo bridge support  
Light armored vehicles?"  
LTIOV: 071600LOct02**



# Priority Intelligence Requirement

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**An intelligence requirement associated with a decision that will critically affect the overall success of the command's mission.**

**“Will the enemy employ chemical weapons  
Against the beach support area on d-day?”**

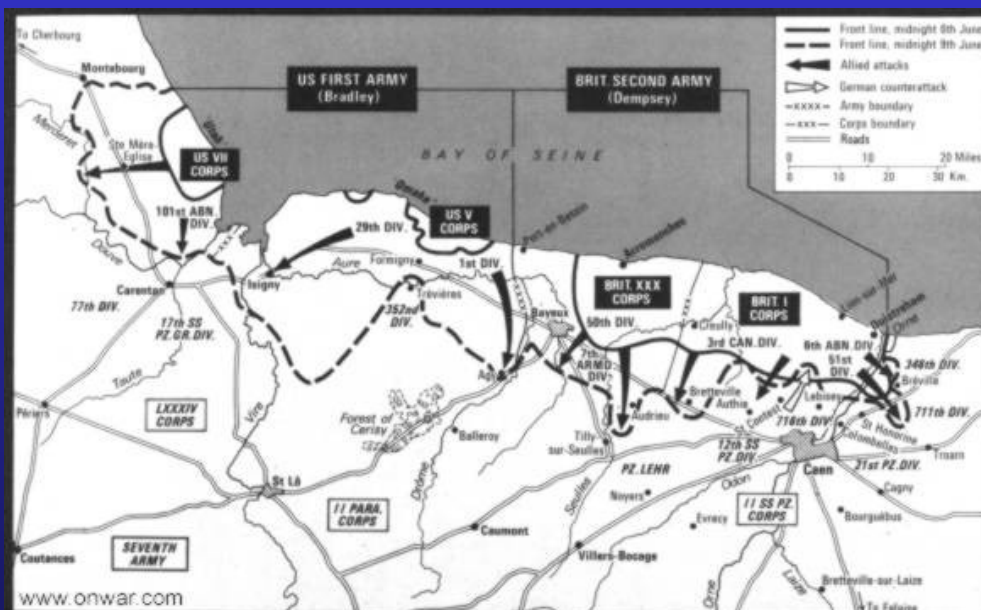
**LTIOV: 071600LOct02**



# Essential Elements of Friendly Information

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- **EEFI**: The critical aspects of a friendly operation that, if known by the enemy, would subsequently compromise, lead to failure, or limit success of the operation and therefore must be protected from enemy detection.





# Friendly Force Information Requirement

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- **FFIR**: Information the commander and staff need about the forces available for the operation





# Requirements Characteristics

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**Ask only one question**

**Focus On *specifics* concerning enemy, friendly forces, or the battlespace**

**Tied to planning, decision, execution**

**Clear, concise statement of what is required**

**Contains specific locations and time elements**



# Mission Analysis

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## Deliver Orientation Brief

**Orient to Area of  
Operations / Interest**

**Terrain**

**Weather**

**Enemy**



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# Area Orientation

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## GEOGRAPHY

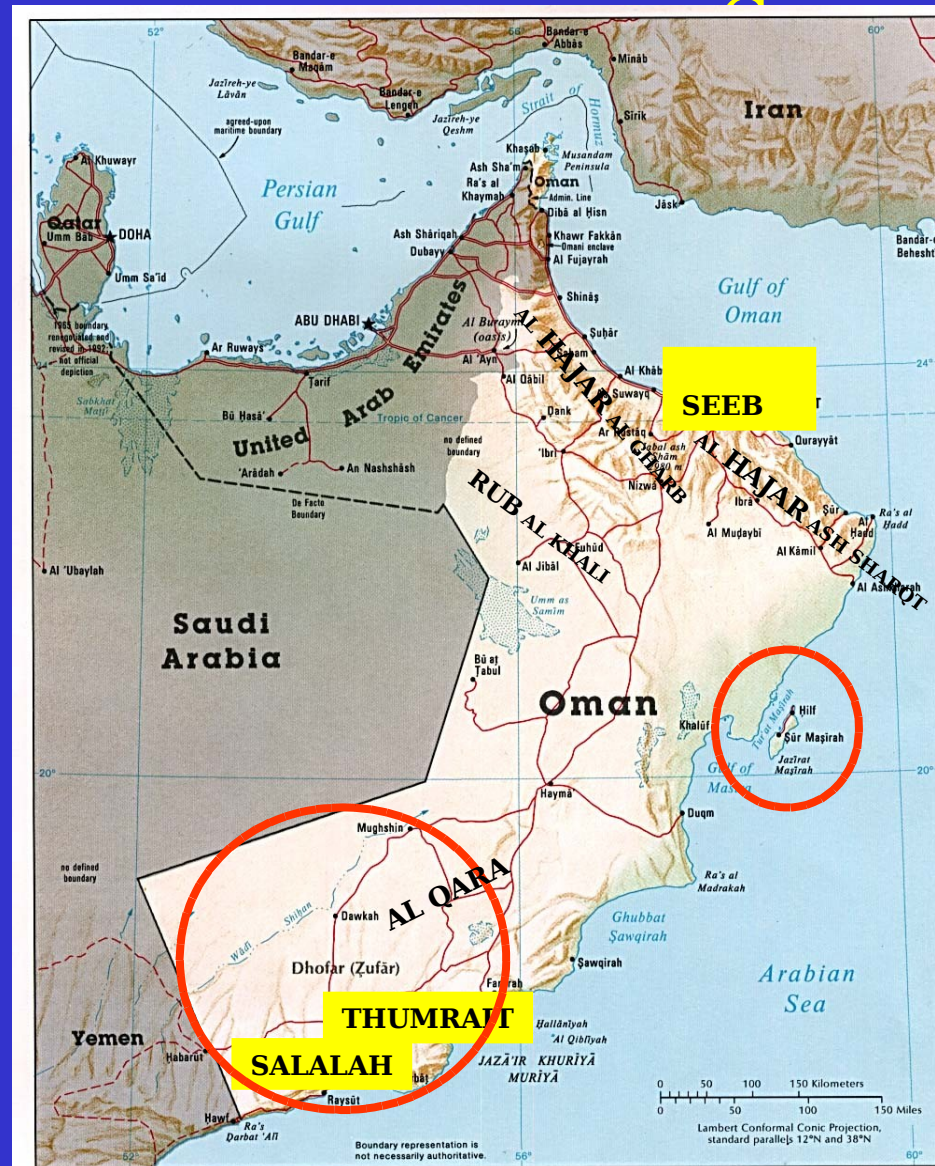
- 300,000 SQ KM
- 1,700 KM COASTLINE
- THREE COASTAL PLAINS
  - MUSCAT
  - AL BATINAH
  - SALALAH
- AL HAJR MTS (3075 M) DOMINATE NORTH
- AL QARA MTS (1812 M) DOMINATES SOUTH
- MUSANDAM CONSISTS OF LOW MTS UP TO 1676 KM
- MASIRAH ISLAND IS ROCKY/BARREN

## APOE

- SEEB INTERNATIONAL
- THUMRAIT AIRFIELD
- SALALAH
- MASIRAH ISLAND

## SPOE

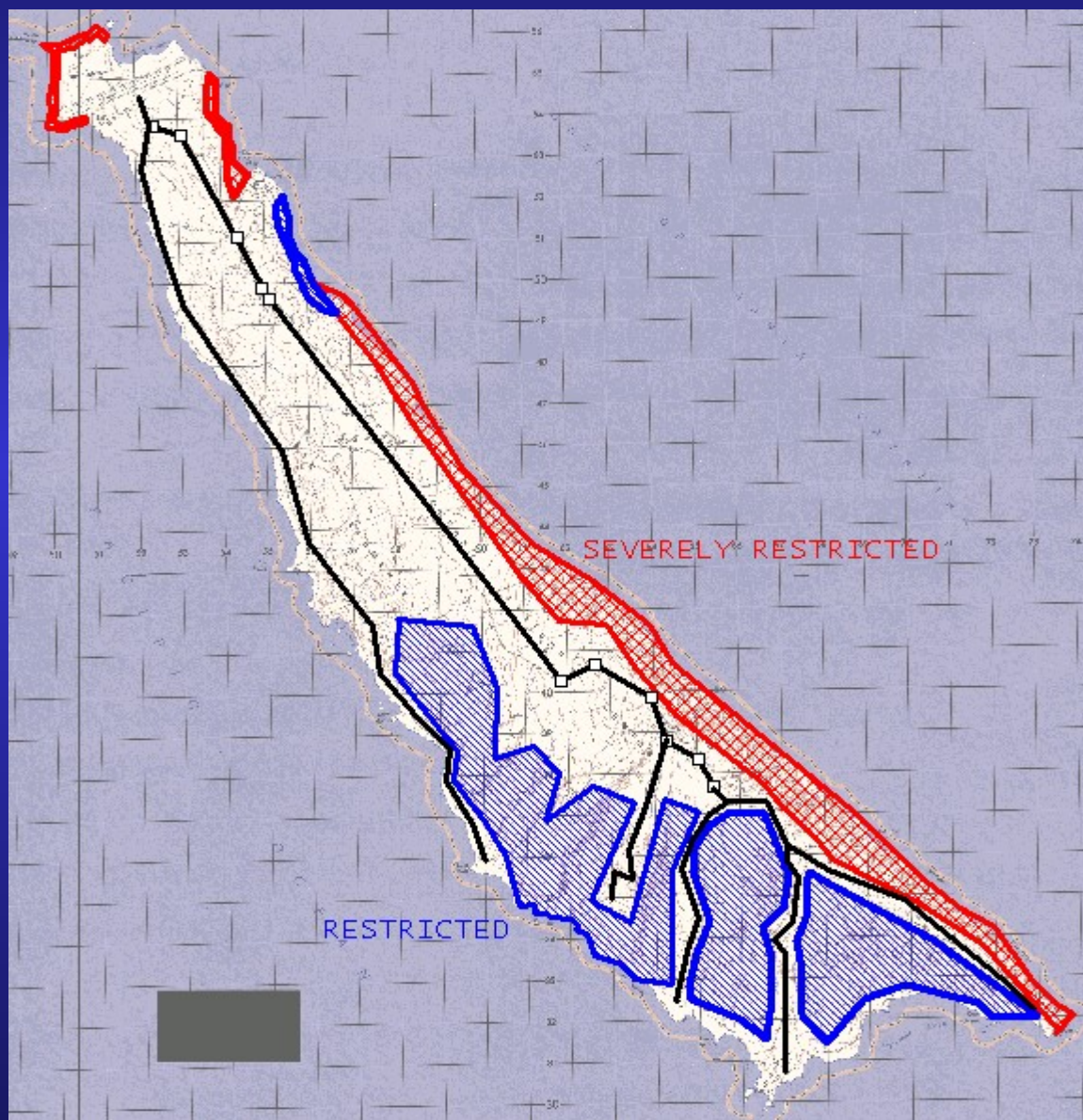
- MINA RAYSUT (SALALAH)
- MINA QABOOS (MUSCAT)
- WUDAM





# Area of Operations

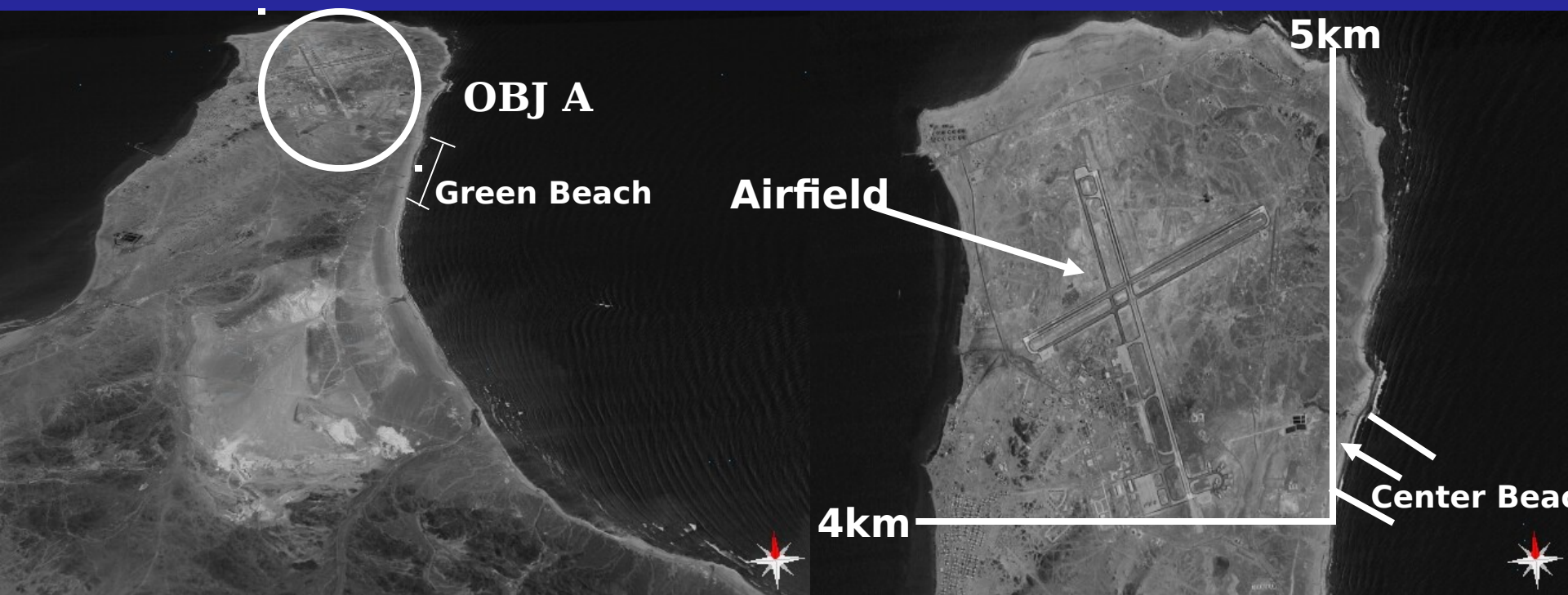
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# Objective

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# Weather/Illumination

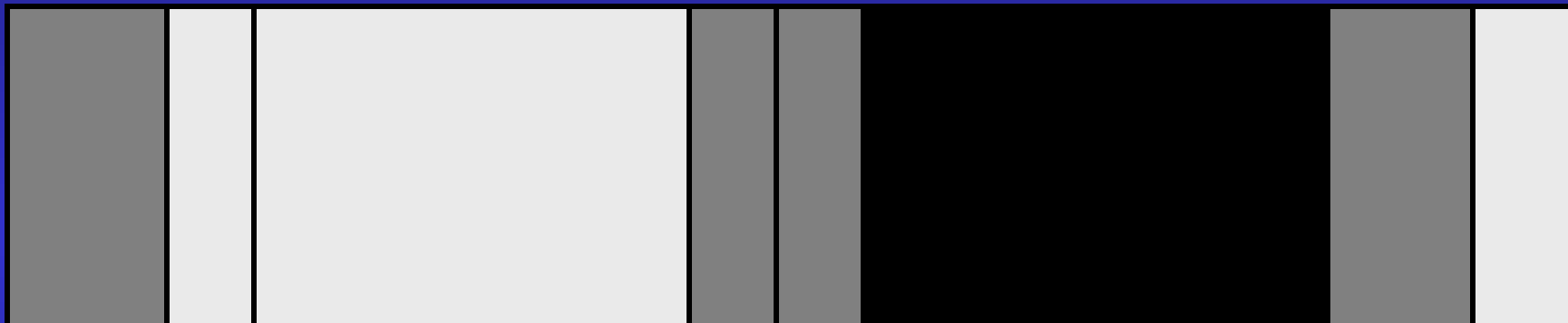
EWT

MP (F) 88 (HI) 73 (LOW)

3 DEC 02

3 DEC 02

0539 0638 1316 1721 1817 0142 0540 0632



BMNT SR

MS

SS

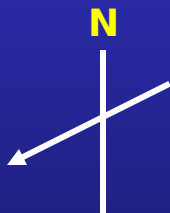
EENT

MR

BMNTSR

## WINDS:

OUT OF ENE  
3 MPH



**CEILINGS:** 14,000 SCT, 25,000 BKN

**VISIBILITY:** UNRESTRICTED

**THERM X-OVER:** NONE

**PRECIP:** 0% CHANCE

**HUMIDITY:** <67%

## EFFECTS ON MOBILITY:

CAS: UNRESTRICTED

HELO: UNRESTRICTED

CHEM: N/A

MNVR: DUST MARKS MOVEMENT



# Weather Effects

All times local

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D+16	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18
	19	20	21	22	23														
ROTARY WING																			
REMARKS : 18-21L VIS 4000M																			
UAV																			
REMARKS: 18-21L VIS 4000M																			
AI																			
REMARKS: 18-21L VIS 4000M																			
CAS																			
REMARKS: 18-21L VIS 4000M																			

 NO IMPACT

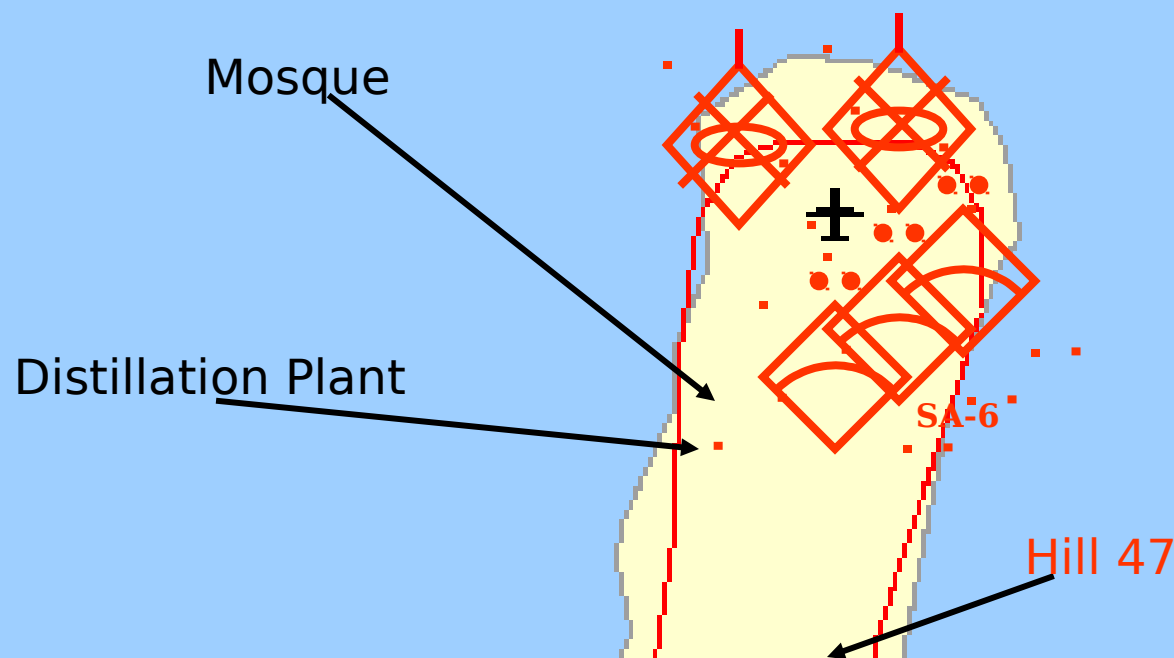
 MARGINAL IMPACT

 SIGNIFICANT IMPACT



**ENEMY SIT**

# ENEMY SIT





# Weapon Systems

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## SA-6 GAINFUL



**GUIDANCE:** SEMI-ACTIVE  
HOMING

**MAX EFFECTIVE RANGE:** 13NM  
**MIN RANGE:** 2.2NM

**WARHEAD:** HE

**RADAR:** STRAIGHT FLUSH

## BMP-1



Weapons Systems: 73 mm Smoothbore  
Cannon (Range: 800-1000 m); AT-3  
SAGGER (Range: 3000 m); 7.62 MG  
(Range: 1000 m).  
Troop Capacity: 8  
Optics: IR Spotlight



# Enemy Capabilities

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**DEFEND**  
POSITIONS

DEFEND IN PLACE IN PREPARED

**REINFORCE** WITH UNITS FROM MAINLAND ONLY

**ATTACK** LIMITED COUNTERATTACK ONLY

**WITHDRAW** BY AIR/SEA ONLY

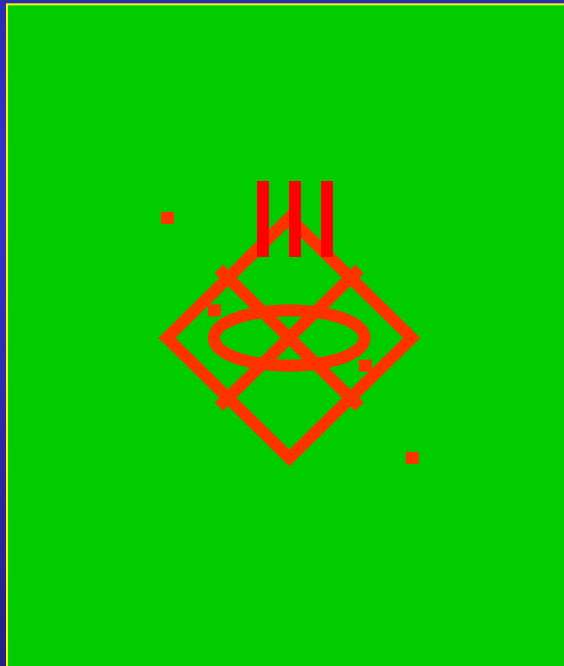
**DELAY** AIR/SEA



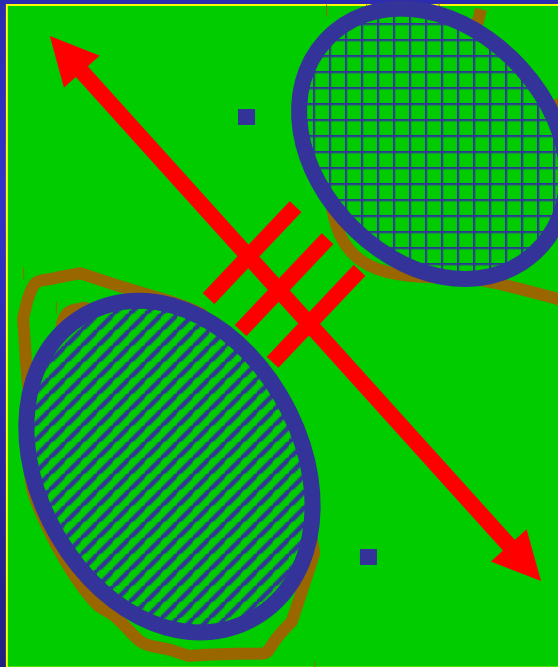
# Mission Analysis

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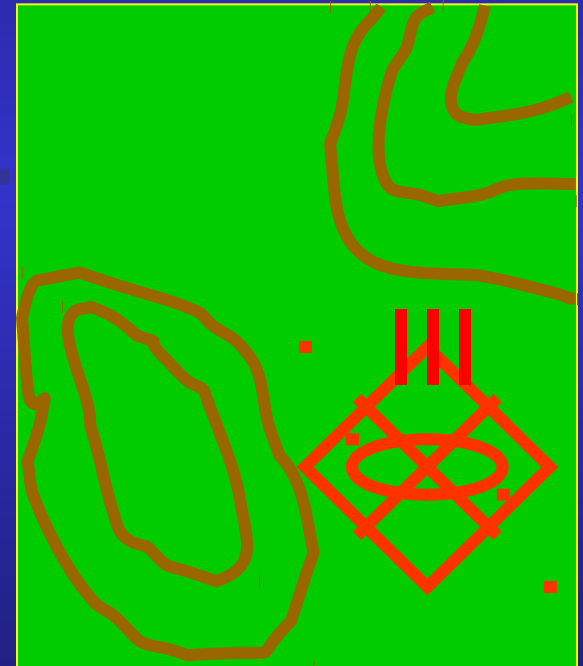
**Provide Results Of Initial  
IPB**



**Doctrinal  
Template**



**Modified Combined  
Obstacle Overlay**



**Initial  
Situational  
Template**

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# COA Development



# COA Development

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## Intelligence Activities

**Update and refine IPB, PIRs, IRs**

**Identify enemy COG, CC, CR, CV, and COAs**

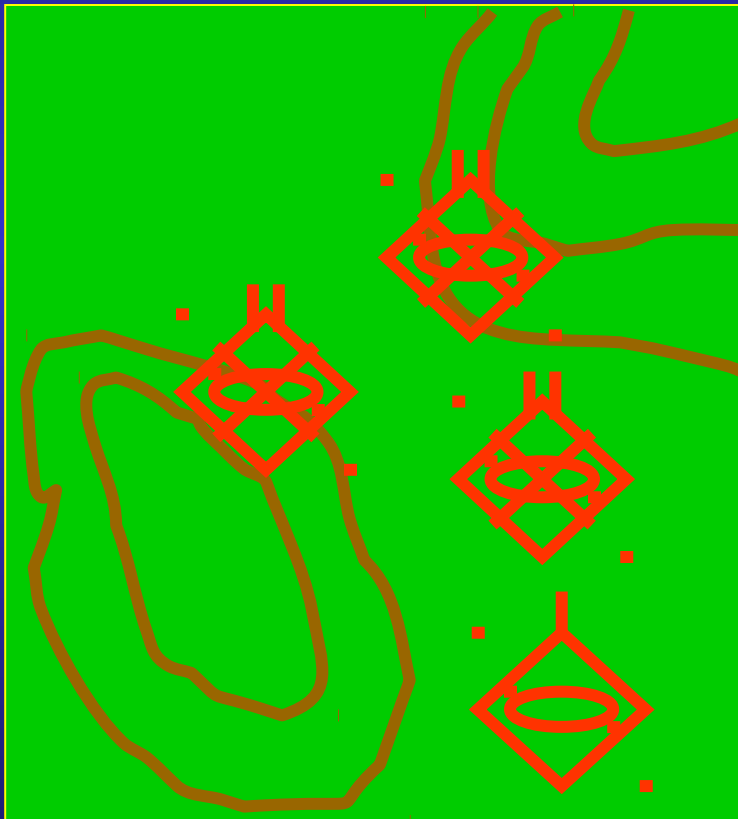
**Implement / Update collection, production,  
and dissemination plans**



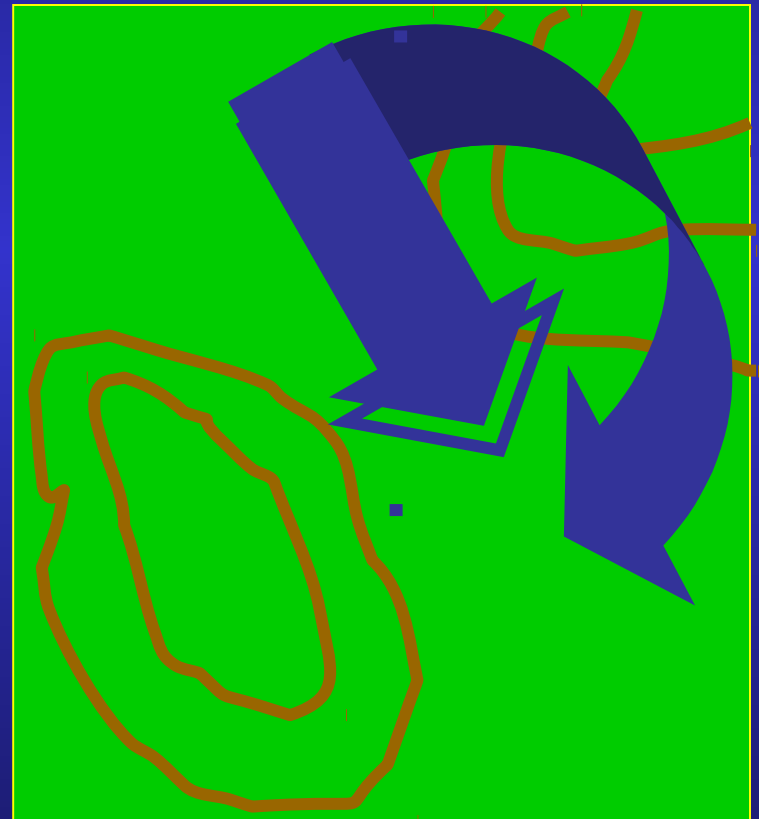
# COA Development

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**Update & Refine  
IPB, PIRs, IRs**



**Develop  
Situational Template**



**Tailor PIR / IR  
To Friendly COAs**



# COA Development

EWTPG

**Identify Enemy  
COG, CC, CR, CV, & COAs**

**Center Of Gravity**

**Critical Capabilities**

**Critical Requirements**

**Critical Vulnerability**

**Enemy Courses Of Action**



# Center of Gravity

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- **COG: Those characteristics, capabilities, or localities from which a military force derives its freedom of action, physical strength, or will to fight**



# Critical Capabilities

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- **CC: An inherent ability that enables a center of gravity to function as such.**



# Critical Requirement

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- **CR: An essential condition, resource, or means that is needed for a critical capability to be fully functional.**



# Critical Vulnerability

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- **CV: An aspect of a COG that if exploited will do the most significant damage to an adversary's ability to resist**



# COG, CC, CR, CV

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## Enemy COG

- Mechanized forces

## Enemy Critical Capability

- Able to defend the airfield from prepared positions against both air and land attacks.

## Enemy Critical Requirement

- Ammo, food, fuel, and personnel.

## Enemy CV

- Unable to defend the entire island with just a Battalion sized force



# Course of Action

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- **Enemy COA:** A plan, stated in broad terms, that will prevent / hinder us from accomplishing our assigned mission





# COA Analysis

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## Most Likely Course of Action

- Defend from prepared positions in vicinity of the airfield. Continue to improve defensive positions.

## Most Dangerous Course of Action

- Reinforced with units and heavy equipment from Yemen prior to our attack.



# COA Development

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**Implement / Update  
Collection, Production, &  
Dissemination Plans**

- **Collection Plan**
  - Link assets to PIR / IR and Named Areas of Interest (NAI)
- **Production Plan**
  - Determine types and numbers of products required
- **Dissemination Plan**
  - Determine best form and means of dissemination for the given situation

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# COA War Game



# Intelligence Activities

EWTPG

- **Emphasize the degree of uncertainty and resulting risk associated with each COA**
- **It is during this step that the full implications of the intelligence estimate are absorbed and applied**

**Refine Enemy COAs**

**Evaluate Friendly COAs**

**Update Intel Estimate And IPB Products**

**Support And Participate In Wargaming**



# COA War Game

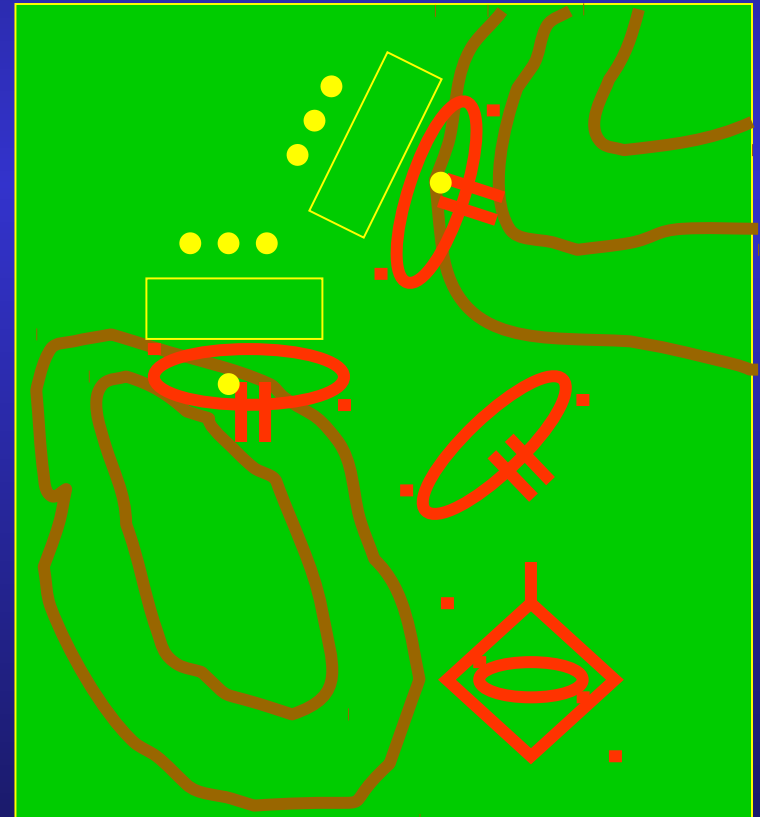
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## Refine Enemy COAs

- Think **“red”**: analyze the situation from the enemy’s point of view

## Evaluate Friendly COAs

- Think **“blue”**: understand the intent and construction of friendly plans and operations





# COA War Game

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## Wargaming

- Red Cell

- Comprised of subject matter experts
- Develops *most likely, most dangerous, and most advantageous* enemy courses of action
- “Thinking opponent”

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# COA Comparison/ Decision



# COA Comparison/Decision

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## Intelligence Activities

**Prepare Intelligence Estimate Of Supportability**

**Update Intel Estimate And IPB Products**

**Develop Intelligence Unit Task Organization**



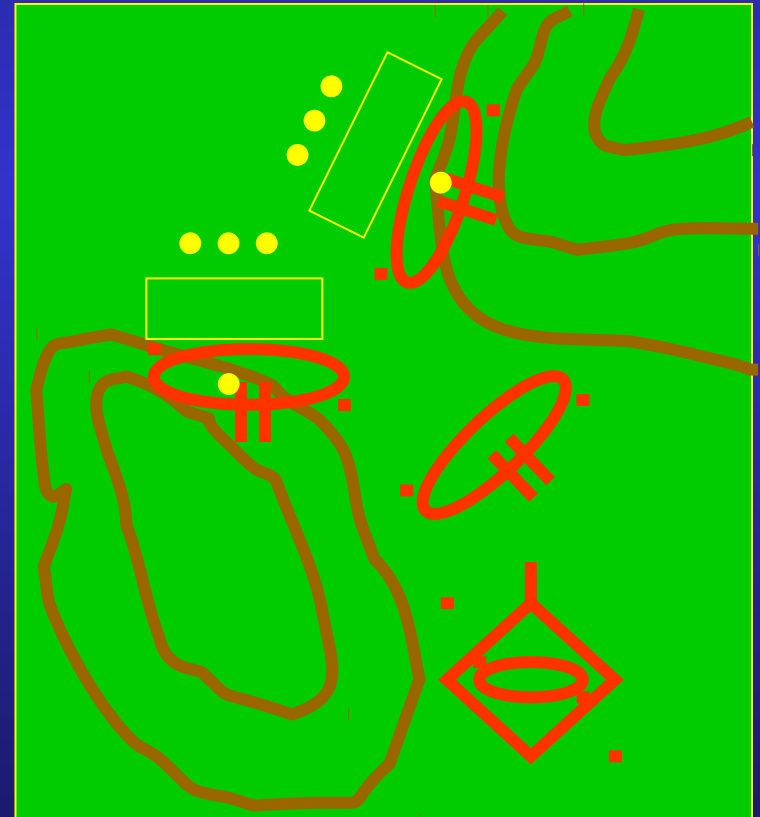
# COA Comparison/Decision

EWT

**Prepare Intelligence Estimate Of  
Supportability**

**Friendly / Enemy**

	COA A	COA B	COA C
WEATHER			
ENEMY			
TERRAIN			
ORGANIC COLLECTION			
THEATER COLLECTION			





# COA Comparison/Decision

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## Develop Intelligence Unit Task Organization

- **Allocate intelligence assets**
- **General or direct support**



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# Orders Development



# Intelligence Activities

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- **Increased emphasis on:**
  - **Situation development**
  - **Support to targeting**
  - **Support to force protection**

**Refine And Execute Collection,  
Production, And Dissemination  
Plans**

**Prepare And Disseminate Finished,  
Mission Specific IPB Products**

**Implement CI Plans And Measures**



# Orders Development

EWT  
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**Refine / Execute  
Collection, Production, &  
Dissemination Plans**

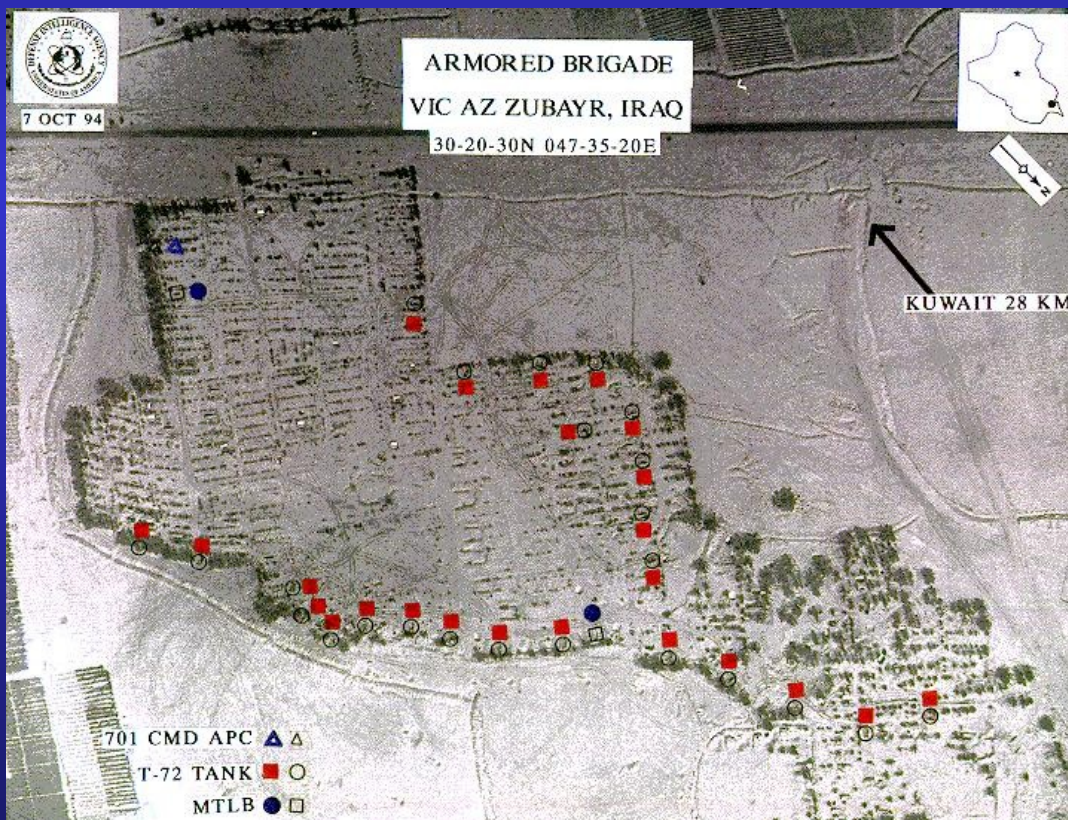
- **Collection plan**
  - Link specific assets to specific PIR / IR and specific named areas of interest
- **Production plan**
  - Produce types and numbers of products required
- **Dissemination plan**
  - Best form and means of dissemination for the given situation



# Orders Development

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**Finished, Mission Specific  
Products**





# Orders Development

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## Implement CI Plans And Measures

- Force protection
- OPSEC measures

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# Transition



# Intelligence Activities

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- **Intelligence generates tempo through:**
  - **Prioritization (PIRs)**
  - **Support to decision making**
  - **Provision of knowledge**

**Update Intel Estimate And IPB Products**

**Provide / Update Mission Tasking To Intel Units / Collection Assets**





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